

HE-MAN
"The Courage of Adam"
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BROADCAST SCRIPT 08/29/02

FADE IN:

EXT. SNAKE MOUNTAIN - DAY

DRAMATIC HAUNTING MUSIC chills us to the bone as CAMERA PUSHES IN past an eerie, fog-shrouded landscape of gothic rock formations and smoldering lava tubes to SNAKE MOUNTAIN. We suddenly hear the sound of STUFF GETTING SMASHED, as we:

SMASH CUT TO:

INT. SKELETOR'S LAIR, THRONE ROOM -CONT.

Evil-Lyn smirks, ever so subtly, as WE PUSH BACK ON SKELETOR.

SKELETOR (CONT'D)

It occurred to me: the appearance of this He-Man, from out of nowhere...is reminiscent of how the Elders and their power mysteriously disappeared-
(arches a sly eyebrow)
The conclusion is clear.

TRAPJAW nods, with an agreeing sly smile, then is puzzled.

TRAPJAW

Uh, it is?

EVIL-LYN

(sarcastic) Skeletor has cleverly deduced that He-Man must somehow have gotten hold of the Elders' power.

SKELETOR'S eyes gleam, a plan forming, this time oblivious to Evil-Lyn's sarcasm.

SKELETOR

Precisely. And to access that power I have only to capture He-Man!



TRIKLOPS

(incredulous)

Capture him?! You couldn't even--

(off Skel's

look, covering)

I...mean, uh, but how do we find him?

SKELETOR looks over OS, smiling slyly, as we hear OS FOOTSTEPS.

SKELETOR

By scent. *His* scent...

SMASH CUT TO:

EXT. CRAGGY AREA, NEAR CASTLE GRAYSKULL – DAY

HE-MAN spins deftly as TRAPJAW races in, ducks & SEAMLESSLY FLIPS TRAPJAW over him...just as BEASTMAN & TRIKLOPS charge out from behind rock formation. <EST. an eerie volcanic area, amidst weird rock formations, ala the moon-like tufa towers at Mono Lake. Steam geysers up from the ground, lava bursts, oozes all around. In the near distance, see CASTLE GRAYSKULL.>>>

HE MAN somersaults to dodge a TRIKLOPS eye blast, then, coming out of his move, DOES A SPIN & GOES LOW, so that the charging BEASTMAN'S legs get "clotheslined" by He-Man's outstretched arm, sending Beastman flying end-over-end thru the air...till he WHOMPS into a rock formation.

REVEAL - _MAA -observing from behind a rock formation. He's flicking controls on his MACE keypad. (We're not sure what he's doing – but doesn't seem to be helping He-Man much.) ORKO comes flying in, hovers near MAA, not yet seeing the "battle."

ORKO

Hey, what's going on Man-At-Arms--

(suddenly sees OS action)

<alarmed GASP!> He-Man! _

You gotta help him!

But Man At Arms pays little heed to Orko, shakes his head no.

MAN AT ARMS

He-Man can handle this by himself...

ORKO looks out, to see: CLAWFUL & WHIPLASH come rushing in from behind rock formations towards He-Man. Then, TRAPJAW again charging in from another direction. ORKO sets his jaw, "hitches up his pants" like a brave warrior ready to go into battle.



ON HE-MAN about to engage CLAWFUL & WHIPLASH, when a LAVA GEYSER perilously shoots up. He-Man balletically flips to evade it, then comes out of his flip & grabs WHIPLASH by the tail, swings him to WHOMP into CLAWFUL, sending both bad guys reeling. He-Man's about to be bum-rushed from behind by TRAPJAW, when ORKO suddenly RACES IN in & somehow TRIPS Trapjaw. HE-MAN spins & sees this... At the same time, MAA stands up in the near b.g., looking displeased.

ORKO

Oh no, ya don't!

HE MAN

Orko...?

PAN TO TRIKLOPS - up on a small rise...his EYE BLASTS STRAFING the area wildly...hitting rocks, the ground (*NOTE: the strafing doesn't do any visible damage*)...and then striking ORKO, who REACTS ALARMED, then staggers, (past MAA and HE-MAN, who exchange deadpan looks) holding his side in a big over-the-top "death scene" that would put James Cagney to shame.

ORKO

GASP! I'm...hit! Everything...
going...black.

CLOSER - ORKO spins a couple times, then topples and lands flat on his back, eyes closing. A BEAT, then he hears:

HE MAN (OS)

<Chuckle> You're fine, Orko.

DOWNSHOT, ORKO - a beat, then he opens an eye, then 2 eyes. ADJUST ANGLE as ORKO sees: He-Man & MAA standing over him, eyebrows arched wryly. Orko puzzled, "checks himself".

ORKO

Huh? Whadya mean I'm --

MAN AT ARMS (PARTIAL OS)

The only damage suffered has been to He-Man's training exercise.

ORKO sits up puzzled as MAA indicates the BAD GUYS, now standing around passively a few yards away. <NOTE: NOW THAT THEY'RE INACTIVE, WE SEE THAT THE PSY-BOTS(BIO-BOTS) HAVE TRANSLUCENT OR WHITE EYES, OR SOME OTHER SUBTLE, IDENTIFYING FACIAL FEATURE.>

MAN AT ARMS (CONT'D)

These are Robots, I've built them to help hone He-Man's skills.

ON ORKO - getting up, relieved. He notes a nearby LAVA POOL.

ORKO

<Gas> (sly) Oh, *I* get it...fake bad guys...
fake lava...

MAA starts to correct him, but before he can get the words out, ORKO dives into the lava pool, does the backstroke.

MAN AT ARMS

Actually---...the lava pools are real.

A beat, then Orko REALIZES he's in real lava, shrieks and leaps from the magma pool, his butt smoking, *but he's not really hurt.*

ORKO

(comically pained)

Eyyyaahhh---hoooooo!

HE MAN and MAN AT ARMS look on with wry smiles.

INT. SNAKE MOUNTAIN - LATER

SKELETOR on his throne, impatient. PANTHOR sits beside him.

SKELETOR

Well?

REVERSE - BEASTMAN shakes his head. With him are the "hounds."

BEASTMAN

They picked up his scent, but all they found was this.

Beastman holds out a tattered wrist piece/bracelet thing. Skeletor takes it, looks it over and scowls.

SKELETOR

(disdain)

This doesn't even belong to He-Man. It's a boy's garment, bearing the royal crest. No doubt belonging to Randor's son, that callow Prince Alan.



EVIL-LYN
(correcting him) *Adam.*
(sarcastic, to Beastman)
Impressive hounds you've got there.
Can't tell a 16 year old boy from the strongest man in
the universe.

As BEASTMAN seethes at the dig, Evil-Lyn fans the flames by indicating a tuft of fur
"cowlick" on Beastman's shoulder.

EVIL-LYN (CONT'D)
And by the way? You're shedding.

BEASTMAN towers over Evil-Lyn, glowering. She doesn't flinch.

BEASTMAN
You're gonna be sheddin' tears once I--

A BLAST suddenly scorches in, as the lords jump back in alarm. ADJUST TO - Skeletor
pointing his smoking Staff. Now that he's got their attention, he gets up from his throne,
paces & muses:

SKELETOR
So if He-Man can't be sniffed out, how then to make
him re-surface...?
(stops, eyes narrow, an idea)
Ahh, we play on his sentimentality.
Remember how quickly he came to King Randor's
rescue?

TRIKLOPS steps in, shaking his head. A DOOMSEEKER hovers nearby.

TRI-KLOPS
We can't get to Randor anymore. The kingdom's on
high alert, the palace is impossible to--

SKELETOR
(interrupts tersely)
Who said anything about Randor?
(slyly indicates the bracelet)
I'm speaking of his son, the Prince. We have only to
capture him, and He-
Man will surely show up for the
rescue...



SKELETOR crosses to a scroll and unfurls it: It's a design of a small, skull-sized gothic-looking "Giger-esque device."

SKELETOR (CONT'D)

And this time I will be ready for him! Behold!

SKELETOR

The ultimate weapon. And you shall build it for me, Triklops.

As TRIKLOPS nods and takes the scroll, SKELETOR exits to his inner sanctum, as he calls out:

SKELETOR

Oh, and while you work on that, Do a little reconnaissance.

TRIKLOPS - overwhelmed, how's he supposed to do two things at once? Abruptly turns to address his hovering DOOMSEEKER:

TRIKLOPS

(then sharp, to Doomseeker) You heard him! Reconnaissance!

DOOMSEEKER hovers a beat, BEEPS, then flies AT CAMERA, as we:

DISSOLVE TO:

EXT. ETERNIA - SAME TIME

MATCHING SHOT: WHOMP! A SOCCER BALL-SIZED BALL hurtles PAST CAMERA. REVEAL it's been kicked by TEELA...ADAM dodges the incoming ball, which then CAROOMS off a wall behind him & only THEN does he catch it. <They're playing a fast & furious Eternia game, a sort of combination soccer & dodgeball. They face each other, about 10 yards apart, a wall behind each of them.>

ADAM
Ha! What do you think of *that* move?

TEELA smirks as Adam rebounds the ball off the wall.

TEELA
Impressive. But then, you're pretty good at running away from things.

ADAM pauses, with a dark, annoyed look.

ADAM
Meaning?

TEELA
The battle with Skeletor for starters?

Adam scowls defensively, tosses the ball up & KICKS IT - WHOMP! -- a tad too hard perhaps.

ADAM
(defensive)
I...had my reasons.

As TEELA dodges the incoming, we TILT UP TO REVEAL - the DOOMSEEKER covertly entering, hovering and recording this.

TEELA
What "reason" could be more important than protecting the kingdom?

ADAM clamps his jaw, wishing he could tell her. Then ADJUST TO TEELA, who now has the ball and lets loose with a kick.

TEELA
Just admit it..<kicking grunt>...you got scared.

ON ADAM - dodging the ball, now thoroughly bugged and upset.

MEANWHILE - CRINGER, lazing nearby, spots the Doomseeker. Growls puzzled. THE DOOMSEEKER pivots, "looks" at Cringer & BEEPS.

ADAM - now with the ball, lets loose with a furious kick, that sails way over Teela...who turns to watch it sail over the wall.

TEELA
Well, that wasn't very--

TEELA looks back to see: ADAM - stomping off. TEELA shrugs.

CRINGER lopes after the now low-flying Doomseeker (which is now following Adam) & BATS at it - just a curious kitty. Doomseeker suddenly stops, pivots & BEEPS, then starts towards CRINGER, who backs up a few steps, then cowardly turns and runs off...the Doomseeker in hot pursuit. CAMERA FOLLOWS as CRINGER alarmedly darts around a corner. A beat, then he peeks out, looking this way and that. TILT UP TO REVEAL THE DOOMSEEKER silently gliding in from behind him & hovering there a beat. DOOMSEEKER suddenly BEEPS. CRINGER reacts, arching up like a freaked kitty -- SCREECH! -- accidentally KNOCKING the DOOMSEEKER into an OS wall. OS CRUNCH!

DOOMSEEKER - now dented, wobbles thru the air, as if it were DRUNK or WOOZY.
<WOOZY SOUNDING BEEPS>

INT. MAN AT ARMS WORKSHOP - SOON

MAA wearing welding type glasses & using WELDING GIZMO is repairing a psy-bot/bio-bot's arm. (it's just exposed circuitry -- no particular "bot"). <NOTE: In b.g we see the BATTLE TANK, the BATTLE HAWK & elements that will later be used to build the BASHING BEETLE> As ADAM enters, MAA doesn't look up, just sees his approaching reflection in the metal surface of his welder.

Adam listlessly complies, holds the "bot" arm, as MAA welds.

ADAM
It's Teela. Not just her, my father too. They both
think...I chickened
out in battle.

MAN AT ARMS still welding, SPARKS reflecting in his goggles.

MAA stops, looks up concerned, pushes his goggles back.

MAN AT ARMS
Adam, you cannot, under any circumstances, reveal that
you are He-Man.

ADAM
(impatient, frustrated)



Yeah, no kidding. But that's no
reason that I...*me*, Prince
Adam...can't show them *I've* got what it takes also.

As MAA takes the welded arm & starts to attach it to psy-bot torso, he stops & looks at Adam, not sure he likes where Adam's going with this. Adam goes on, obliviously, warming to the idea.

ADAM

And who knows? If I step up in battle, I mean *really* step up, I'm no He-Man...but maybe he won't be needed.

MAA turns and places a fatherly hand on Adam's shoulder.

MAN AT ARMS

(gently) Adam, I'm afraid that as long as there is evil in the land, He-Man will always be needed.

ADAM shrugs cockily (as if his burden has been lifted by his newfound, if falsely optimistic, "ambition") as he exits towards the door. MAA watches him exit, concerned.

INT. ETERNIA PALACE – SAME TIME

STRATOS strides purposefully across the palace floor approaching RANDOR'S throne & kneels. <DESIGN NOTE: In b.g.: signs of the ravaged palace (result of Ep.1 attack) starting to be repaired.

STRATOS

My king. I request permission to journey to my homeland.

RANDOR

Of course Stratos. Is something amiss in Avion?

As STRATOS speaks, in b.g. ADAM enters & glances over curiously.

STRATOS

<SIGH> My people are engaged in a trade dispute with the residents of Andreenos, who blockaded our eastern skyways. If a settlement is not negotiated quickly, this dispute could escalate into something... far worse.



RANDOR

Why not bring both parties to my court? I would be happy to moderate.

STRATOS shrugs helplessly. In the b.g. Adam is now listening in.

STRATOS

I've made that offer. But--

(struggles for the words)

The Andreenids are an insular and distrustful people. They have to be dealt with..."carefully"..

RANDOR

(nods and smiles wisely)

I think I understand. Go, good Stratos, and handle it in the way you think best. (kindly) And to show the Andreenids that you have my support, take one of the other Masters along.

STRATOS

(nods gratefully) I would not object.

ADAM

(steps in)

And I'd like to volunteer.

RANDOR reacts surprised. Nearby, we see QUEEN MARLENA, who has been chatting with a TBD REPAIR WORKER, look over, overhearing. She approaches as she speaks.

QUEEN MARLENA

No, Adam. (to Randor) He's just a boy-

RANDOR

Then it's time he became a man.

It's heartens me to see you showing some initiative, son. You have my permission to accompany Stratos.

STRATOS nods pleased at ADAM. ADAM looks *really* pleased. MARLENA looks...well, she's a mom.

END ACT ONE

ACT TWO

INT. SNAKE MOUNTAIN - SAME TIME

The DOOMSEEKER is projecting a HOLO-REPLAY OF ADAM AND TEELA. Skeletor sits in his throne, listening and watching. Triklops and Trapjaw are there as well. WE SEE: TEELA ragging on Adam as he retrieves the ball off a rebound. <NOTE: This is different POV from earlier, since it was "shot" from the Doomseeker POV.>

TEELA/ADAM/TEELA (FILTERED REPLAY)

"..but then, you're pretty good at running away from things."/"*Meaning?*"/"Just admit it, you got scared..."
<Grunt>

HOLO REPLAY - Adam tosses up the ball, KICKS IT. SKELETOR signals TRIKLOPS to stop the projection, getting a sly look.

SKELETOR

(sly)I now see Prince Adam's weakness.

TRAPJAW

(nods) Yup. Wimpy left foot. His right's okay I guess, but a--

SKELETOR

(interrupts sharply) --I'm speaking of his ego, his foolish pride!

TRAPJAW

(covering) I was gonna say that next.
(shrugs, to Triklops)

PUSH IN ON SKELETOR - stroking his chin. As he speaks, we start to hear an OS GURGLING and BUBBLING...then PAN TO MERMAN as he interrupts, head & shoulders emerging from the pool in the lair.

SKELETOR

It should not be very difficult to lure Adam into a position where he can be captured and--

MERMAN

(interrupting)
Don't need to "lure" him anywhere.



SKELETOR looks over. MERMAN emerges from the pool dripping wet.

SKELETOR

Merman.

MERMAN

The Prince has been spotted crossing the Sea of Rakash, along with that "warrior" Stratos.

SKELETOR smiles and nods, aims his Havoc Staff at the ground as a panel opens & a GLOWING GLOBE OF ETERNIA floats up. Skeletor steps off his throne, approaches the globe, which settles at waist level, underlighting him. <The effect's a bit like the scene of Chaplin (as Hitler) & the globe in The Great Dictator.> As SKELETOR speaks, MERMAN approaches. He's still dripping wet.

SKEL sharply glances at Merman, re: his dripping. MERMAN reacts nervously, quickly looks around, then wipes himself off on PANTHOR, who GRRRS fiercely in response. SKEL notes this:

MERMAN gulps, backs off as PANTHOR, keeps eyeing him. "GrRRs". SKEL re-consults his globe, fingers trace Rakash to Avion route:

SKELETOR

If they are traversing the Sea of Rakash then they are no doubt heading for Stratos' homeland of Avion...
(backtracks on map) --which would have to take them thru...*here*.

TRIKLOPS steps in, eye beam MAGNIFYING a spot on the globe.

TRIKLOPS

The Eye of Zahr-kain.

SKELETOR

(underlit by globe, sly)
And there they shall be ambushed, by
"Skeletor's finest."

TRAPJAW

(puzzled)
But they could turn and fly away...

ON SKELETOR - PUSHING IN...

SKELETOR

Oh, I think not. You see, from what I have just learned
of Prince Adam...he
will stay and fight, at all costs, so
as not to be thought a coward. <Evil Laugh>

SKELETOR - throws his head back and cackles, as we...

EXT. HILLY OUTLANDS, ETERNIA - DAY

HIGH ANGLE - Adam & Stratos on their journey, as they soar over a hilly region of the light hemisphere. As Stratos flies with wings, Adam flies abreast in the BATTLE HAWK vehicle.

STRATOS

Be on the lookout Prince Adam. These outlands are a
haven for thieves.

ADAM - "feeling his oats," enjoying being free of He-Man's yoke.

ADAM

(cocky, bragging)

Hey, anything comes our way, we'll be able to handle it.

OTS STRATOS - he indicates a small opening -- between two intertwined mountains -- up ahead about a hundred yards.

STRATOS

Ahead, the Eye of Zahr-kain. We must pass thru it in
order to reach Avion.

QUICK CUTS:

> EXT. EYE OF Zahr-Kain - Ominous shadows indicate Skel's men lying in wait, in the creviced inner rim of the rocky formation.

> OTS - Adam and Stratos as they fly towards the needle's eye.

> REVERSE - As ADAM and STRATOS fly into the eye, and towards CAMERA...they're attacked! CLAWFUL - standing in an inner rim crevice grabs one of Stratos' wings, swinging him around, so he hits a rocky wall, hard.

STRATOS

Wha--- Oooomph!

TRAPJAW - in another part of the "inner rim of the eye" FIRES CONCUSSION BLASTS from his arm. ADAM dodges the blasts, expertly swooping here and there in his BATTLE HAWK...then SWOOPS OUT of "THE EYE"...and up towards a low hanging cloud.

HIGH ANGLE - ADAM swoops back out of the low cloud and back down towards the eye, to see: STRATOS has been dragged into a rim crevice...and is being swarmed by CLAWFUL and WHIPLASH. STRATOS struggles to throw them off, but it's futile. He warns Adam:

STRATOS

(struggling, calls)

Prince Adam...! Save yourself!

But Adam (as Skeletor had predicted: his ego) doesn't hesitate.

ADAM

(calls) Not a chance! (to self) I don't run...

INNER RIM OF THE EYE - ADAM swoops down, sword out, attempting to heroically rescue Stratos...when he's blindsided by a BLAST. REVEAL THE SOURCE: TRIKLOPS, hiding in a crevice of the rim.

ADAM

Unnnhhhhhh...

Adam loses consciousness, as we...**GO TO BLACK.**

INT. ROYAL PALACE - DAY

RANDOR is at his throne, talking with TBD REPAIR WORKERS, when...he hears and sees: ORKO flying in with a long package.

ORKO (OS)



Surprise!

RANDOR

What is this?

ORKO shrugs as he puts the package down in the king's lap. (WORKERS exit) As RANDOR looks over the package, suspiciously, ORKO points to a small piece of parchment attached to its side.

ORKO

Some kinda present. Found it at the palace gate.

(impatient, re: parchment)

Read the card! Read the card!

As Marlena ENTERS, curiously, Randor detaches the parchment, reads, his brow growing heavier, his demeanor darker..

RANDOR

(grim) Adam has been taken captive by
Skeletor.

MARLENA'S HAND goes to her mouth in shock. RANDOR takes her other hand and squeezes it comfortingly.

RANDOR

(reads on, grimly) ...we are to dispatch He-Man to
Snake Mountain.

ORKO - makes a dismissive gesture.

ORKO

Aw, Adam's off in Avion with Stratos. Betcha it's just
one of Skeletor's dirty tricks.

But Randor is opening the package and sees what's inside. Next to him, Marlena REACTS distraught to see it is as well:

RANDOR

(as he sees the sword, grim)

No... Adam's sword.

(commands Orko)

Send for Man at Arms.



INT. SNAKE MOUNTAIN DUNGEON, JAIL - SAME TIME

EST. The dungeon is set up with a stony, bony corridor, which houses a series of small, METAL & BONE design cells. Like those slave cells in the movie Spartacus, there's a grate on the ceiling, so a guard can stand above (on an upper floor) & look down on the captives. ADAM is in one of these cells. He looks up & sees SKELETOR walking along the ceiling grates, accompanied by Evil-Lyn. We just see Skeletor & Evil-Lyn's feet. (cool angle)

SKELETOR (OS)

...Yes, dear Evil-Lyn, with our little prince serving as bait, He-Man should arrive any time now...

ADAM

(to self) I wouldn't count on it.

Suddenly SKELETOR'S FACE is there at the ceiling grate, he's kneeling and calling down.

SKELETOR

What was that?

ADAM

(covering) Ah... Nothing. (feigns casual) Uh, what if He-Man doesn't show up?

SKELETOR - face pressed to the grate. Then, he whips out a bone-design HOURGLASS with black sand in it, TURNS IT OVER so Adam can see the sands start to drip.

SKELETOR

He'd better...for your sake. (then)
Should the sands run out and no He-Man...well, let's just say Eternia will be needing a new Prince.

CLOSE ON ADAM - clenching his jaw, trying to conceal his worry.

EXT. MAN AT ARMS WORKSHOP - SAME TIME

OUTSIDE THE DOOR OF HIS WORKSHOP - MAA, with urgency, is putting a "slingpack" on Cringer's back (kinda like what archers keep arrows in)...then slips Adam's sword into it. Orko stands by.

ORKO

Without his sword, guess Adam's
chances of fighting his way out aren't
good... Ha.

so

MAN AT ARMS

Yes, and the chances of He-Man
showing up at Snake Mountain are zero!

ORKO

Hmm... What are you talking about Adam
is He-Man!

MAN AT ARMS

Whom he can not become without his
sword of power!

MAN AT ARMS

I have assured the king that He-Man will arrive to
rescue Adam, and I aim to make good on that promise.
(slips the sword into pouch)
This may well be the most important mission you will
ever undertake.

ORKO

Yeah Cringer. So don't blow it.

MAN AT ARMS

(turns to Orko)
I'm sending *both* of you.

ORKO - TAKES with ALARM, FREAKS! After he says "nosebleeds," waves his hand and
a long "To-Do list" MAGICALLY unscrolls.

ORKO

Huh?! You want me to go...to Snake Mountain?!
(fumfers) Uh, *like* to...but uh high altitudes give me
nosebleeds.

(list appears, unscrolls)
Plus, I got *all* these chores I gotta do-

MAN AT ARMS
(interrupts, sternly)
Your participation on this mission is
not optional, Orko.

ORKO - gulps, realizing Man At Arms means bidness. Then, a change of attitude. He puffs up, like a hero, with big bravado.

ORKO
You mean 'cause I'm the best and smartest and bravest?

MAN AT ARMS
No, because you're the only one, other than myself and
the Sorceress, who knows of Adam's secret. Now go!

CRINGER nervously lopes off, ORKO his side. HOLD ON MAA - watching them depart.
PUSH IN ON MAA: deep concern, then he turns to look at bio(psy)-bot parts, strokes his chin, thinking.

EXT. SNAKE MOUNTAIN - SAME TIME

As ORKO and CRINGER stealthily arrive near the base of Snake Mountain, Orko sees something, stops short ...signals Cringer and they duck down behind some rocks for cover.
FROM BEHIND THEIR COVER - CRINGER looks puzzled, but ORKO points to indicate 2 GUARDS, MERMAN & WHIPLASH - by the "front door. CRINGER cringes cowardly, not liking this one bit.

ORKO
Okay, so we gotta get past the guards
without 'em noticing--(gets an idea) And I know just
the disguise for you!

CRINGER reacts nervous: (puzzled, scared, "Huh? Me?" MEOW)

ORKO
Well, sure, it's gotta be you. You got the sword,
doncha? (breathes on his fingers.) Coming up: one
Trollan-super-duper spell!

CRINGER looks very nervous about whatever's about to happen.



INT. DUNGEON CELL - SAME TIME

ADAM - back in his cell, now with both arms in chains that are attached to the wall.

<NOTE: A FEW SNAKES writhe & twist around his arms & the chains.> PULL BACK - SKELETOR nods approvingly, then heads out PAST CAMERA. SKEL exits the cell & slams the door. CLAWFUL stands there, looking very chastised. Skel hisses:

SKELETOR pulls out his hourglass with its dripping black sand. The SANDS are 80% run out, very little remain on top.

SKELETOR

(thru cell door, to Adam)

The sands are slipping away, Prince Adam. You'd better hope that He-Man shows up before they run out!

CLOSE ON ADAM - looking distraught.

EXT. SNAKE MOUNTAIN ENTRANCEWAY - SAME TIME

Cringer/Panthor saunters up to the guards WHIPLASH & MERMAN (who gulps & cowers a bit: the real PANTHOR threatened him earlier.) Cringer/Panthor, covering his fear, does a nod of recognition as he saunters in. (NOTE: For the ensuing scenes, he's carrying the sword in the pouch slung over his back.) HOLD ON GUARDS - as WHIPLASH does a puzzled "up to there" then "down to here" size- comparison gesture (like Orko did), then shakes his head:

WHIPLASH

Hey there, Panthor. (then, to Merman)
Skeletor musta cut his food way back. He's lookin' a little wimpy.

MERMAN just looks relieved that "Panthor" has gone.

INT. SNAKE MOUNTAIN CORRIDOR - CONT.

Cringer/Panthor makes his way along a corridor, sees a gothic foreboding "down" stairway. He pauses, GULPS, then heads for it.

INT. DUNGEON CORRIDOR – SOON

ON ADAM - in his cell <NOTE: HE'S STILL CHAINED TO THE WALL> hears panthor-like footsteps approaching and then sees: Cringer/Panthor's head appearing at the door. ADAM scowls, until the disguised tiger makes a "Cringer" mew. Adam then reacts excited, then even more so to see what Cringer's carrying..

ADAM

(off Cringer's mew, now excited) Cringer!? (sees it)
You've got my power sword!

PANTHOR/CRINGER happily nods, but suddenly REACTS to a BEEPING. Looks to see: the DOOMSEEKER - hovering, slowly approaching. ADJUST TO: DOOMSEEKER GRID POV - We see the image of Cringer/Panthor, feigning Panthor-like GROWLS. The image is framed by a ruler-like vertical line grid...then a schematic image of the ACTUAL PANTHOR appears. A RED FLASHING SLASH SUPER-IMPOSES over the Cringer/Panthor image, indicating he's a fake.

THE DOOMSEEKER - BEEPING OMINOUSLY - starts to come at Cringer/Panthor...who backs up. DOOMSEEKER suddenly emits a BLAST and CRINGER/PANTHOR gets ZAPPED and YELPS!...then turns tail and flees down the corridor -- the Doomseeker at his heels!

ADAM - tugging at his chains, calling out, urgent, distraught.

ADAM

Wait...my sword...come back!

DISSOLVE FROM ADAM'S FACE TO: SKELETOR ON HIS THRONE - looking at hourglass, sands nearly run out. On his seething visage we:

END ACT TWO



ACT THREE

INT. MAN AT ARMS WORKSHOP - SAME TIME

OTS "SOMEONE" -(we're not quite sure who, for all the shadows & the angle) as MAN AT ARMS clamps a hand on this mystery figure's shoulder. In the b.g. we see psy-bot/bio-bot parts. After MAA'S question, the "figure" shakes its head "no."

MAN AT ARMS

You won't fail me, will you? <as the figure shakes its head> Then hurry. Time may be running out.

INT. DUNGEON- SAME TIME

THRU HOURGLASS - see the DISTORTED FACE OF SKELETOR watching the few remaining grains of sand drop to the bottom of the glass.

SKELETOR

(bitter, angry) Still no sign of He-Man.

SKELETOR - looking in thru the cell door, seething as he lowers the hourglass and addresses ADAM, who's chained in his cell.

SKELETOR

Well this is bad news for me, dear prince, but worse news for you!

SKELETOR raises his staff which shoots out a beam that hits some gothic looking ON/OFF BUTTON outside the cell. ADJUST TO INSIDE CELL - from opposite walls, SPIKES start to emerge... (kinda like a room-sized "iron maiden.") ADAM looks this way, that way. SPIKES CLOSING in. Helpless, he strains at his chains.

TRAPJAW appears at the end of the corridor, bellowing excitedly:

TRAPJAW
We got company. He-Man!

SKELETOR is delighted & starts to rush off eagerly...then WHIP PAN to ADAM - stunned.

ADAM
He-Man? (then, calls out) Hey...shut this thing off!

SKELETOR
(racing off) Why bother?

CLOSE ON ADAM - stunned, helpless, scared. SPIKES CLOSING IN.

EXT. SNAKE MOUNTAIN - SAME TIME

HE-MAN has indeed arrived & is making short work of the GUARDS: As MERMAN charges, He-Man swiftly/deftly sidesteps so MERMAN winds up smashing into WHIPLASH. Suddenly, TRIKLOPS, TRAPJAW and Evil-Lyn appear at the door in battle positions. SKELETOR emerges from behind the group, *with a sinister smile and points*. TRIKLOPS, TRAPJAW and Evil-Lyn head TOWARDS CAMERA.

TRI-KLOPS/TRAPJAW
<GROUL>

REVERSE - HE-MAN raises his sword, ready for battle!

FAST CUTS:

> **EXT. NEAR TOP OF SNAKE MTN.** - 3 ROPES FALL DOWN INTO FRAME - then MAA, Teela & Ram Man come rappeling down, commando style.

> **EXT. SNAKE MOUNTAIN** - HE-MAN battling TRAPJAW, sword vs. arm.

> **INT. SNAKE MOUNTAIN** - As MAA & the other 2 swing in thru a "window" opening, he consults his Mace topo-map --a schematic of the Mountain lair & points towards the gothic "down" staircase.

> **INT. SNAKE MOUNTAIN CORRIDOR** - DOOMSEEKER chases Cringer/Panthor thru a gothic corridor...as Cringer/Panthor suddenly veers off and ducks into a room.

INT. THRONE ROOM - CONT.

CLOSE ON CRINGER/PANTHOR - leans against a wall, catches his breath, relieved to be out of danger. But then he REACTS to a low OS "GrrrrRR"... He half-turns...as we RACK FOCUS to behind him...next to the THRONE, the real PANTHOR!

OTS CRINGER - As Panthor, slung low, stalks towards him. CRINGER/PANTHOR feigns bravado, attempts a choked wimpy ROAR. PANTHOR - in response, rises on hindquarters & lets loose with a FEROCIOUS ROARRR!!! CRINGER cowers in fear, teeth chattering.

Suddenly - BEEP. THE DOOMSEEKER cruises in. BEEPS at CRINGER/PANTHOR, then half pivots...and BEEPS at the real PANTHOR. It turns first this way, then that.."confused".

PANTHOR growls & snaps at DOOMSEEKER which BEEPS "angrily" and lets loose with a BLAST! PANTHOR is ZAPPED & then seeing he's been SINGED (smoke wafts off burnt fur) he whimpers. CAMERA FOLLOWS as DOOMSEEKER starts to chase PANTHOR around the throne room, emitting SINGE-ING BLASTS that PANTHOR tries to dodge!

CRINGER/PANTHOR - relieved, uses the opportunity to dash off.

EXT. SNAKE MOUNTAIN - MEANWHILE

HE-MAN gets WHOMPED by WHIPLASH'S TAIL & stumbles back, just as...TRIKLOPS, off to the side, lets loose with a BLAST...HE-MAN is POUNDED BY THE BLAST...and hits a wall hard, so that it crumbles down around him, smoke and RUBBLE filling frame. SKELETOR, smirking triumphant, strides towards the fallen He Man.

ZOOM IN ON Skeletor as he REACTS. Then ADJUST TO OTS SKEL - on the fallen He-Man, arm "torn open" & robotic circuitry exposed.

SKELETOR

(half-turns, cries) It's a Robot Get the Prince!

INT. DUNGEON - SAME TIME

ON ADAM - spikes in the walls closing in, inches from puncturing him when...there's an OS CRASH! WHIP PAN TO THE CELL DOOR: it's been SMASHED OPEN. Thru smoky rubble we see RAM MAN lift his head. (used to bust down the door) He's flanked by TEELA & MAA who uses his mace to HIT THE "OFF" CONTROL OF SPIKES. ADJUST - THE SPIKES immediately GRIND TO HALT & retract back into the wall. (A few seconds more & Adam woulda been shishkabobbed!) TEELA frees a relieved Adam from the chains.

TEELA

Business as usual. We're either saving your tail, or watching you turn tail.

ADAM
Ha... And "hi" to you too.

CUT TO: END OF CORRIDOR - TRAPJAW, TRIKLOPS & Evil-Lyn rush in.

TRAPJAW
Attack!

In the corridor now, ADAM grabs a SHIELD from a Master.

ADAM & RAM MAN fight off skele-warriors, who shatter & re-assemble into twice as many. PAN TO MAA - as he duels Skele-Warriors, he reacts to CLANKING OS (the barred ceiling) & glances up to see: Cringer/Panthor, carrying the sword, running past. MAA backs up mid-duel & elbows Adam who's using the shield to BATTLE Skele-Warriors. MAA indicates "look up." ADAM does.

MAN AT ARMS
(urgent sotto) Cringer. He has your sword. *He-Man's* sword.

ADAM frowns. He's battling well and enjoying it.

ADAM
(sotto, adamant) We can handle this.
me...uh, him...He-Man.

We don't need

ADAM
(boasting) Hey Teela. Check *this* out..

ADAM cockily leads the charge at bad guys, but a QUICK EYE BLAST from "lead man" TRIKLOPS makes ADAM duck in surprise & alarm, then spin away.

RAM MAN
Well, that's that.

As they are leaving...

They turn. REVEAL: SKELETOR standing at far end of the corridor, holding the "Giger-esque" gizmo we saw the design for earlier.

SKELETOR

I had planned on saving this little beauty for He-Man,
but why let it go to waste?

THE DEVICE - Purple smoke oozes out its "pores" as it suddenly PROJECTS a PURPLE BEAM....OUR HEROS - puzzled and on their guard as a PURPLE SMOKE CLOUD appears between them & Skeletor -- & we hear BONY SOUNDS from inside the cloud...and then, they emerge: 7 foot tall sword-bearing, fierce SKELE-WARRIORS! 8 of 'em!

As a Skele-Warrior attacks, MAN AT ARMS whacks it with his mace and it breaks into a pile of bones. MAA turns with a half smile, then looks back when he hears BONE SOUNDS. REVEAL the bones reassembling into now TWO Skele-Warriors.

SKELETOR

Behold the power of one!

INT. CORRIDOR - CONT.

Adam races in and takes the sword from Cringer/Panthor's pouch.

ADAM

Don't worry Cringer, you won't be looking that way for
much longer.

CRINGER/PANTHOR looks relieved, but then realizes what's about to happen. ADAM raises the sword above his head, energy courses down (trademark transformation sequence) as he intones:

HE MAN

By the power of Grayskull!
(and becomes HE-MAN!)
I have the power!

CRINGER/PANTHOR - gets zapped and becomes BATTLECAT. He lets out a HUGE ROAR as He-MAN leaps onto his back and they race off!

EXT. SNAKE MTN- CONT.

MAA & TEELA swing their weapons at the Skel-Warrior, but with little effect, all the while narrowly avoiding the SLASH of the SKEL'S SWORD & its massive feet stomping down willy-nilly with crushing force. RAM MAN charges again, but again his head-bang proves ineffective.

SKELETOR - 20 yards away, watching from his BATTLE RAM CHARIOT.

SKELETOR

<gleeful cackles> A stunning victory! (musing) Yet somewhat bittersweet, since it was He-Man I was expecting.

HE MAN (OS)

Looks like you get your wish, Skeletor.

SKELETOR spins to see: HE-MAN and BATTELCAT - standing there, dramatically. SKEL'S eyes flash brief alarm & then he calls out:

THE TOWERING SKELE-WARRIOR turns its attention and pivots.. REVEALING TEELA and the others, who now see He-Man.

SKELETOR looks worried, but feigns bravado as he has his Battle Chariot start to slowly back up against the side of the Mountain. The Skeletal Rams blow steam from their nostrils.

SKELETOR

No... Perhaps another day, He-Man!

ANGLE - A HUGE EVIL-LOOKING BAT SWOOPS OUT OF THE SKY AND GRABS SKELETOR'S SHOULDERS, LIFTING HIM out of the chariot, then FLIES OFF PAST CAMERA. PUSH IN ON HE-MAN, as the others come up beside

him & exchange the smiles of triumphant, weary warriors.

Suddenly, PANTHOR comes racing out from the destroyed Snake Mtn. wall & chases after the fast receding Skeletor, whimpering, singed in several spots. A beat later, the DOOMSEEKER comes flying out (having been chasing Panthor) and pivots, "puzzled."

ADJUST ANGLE - As BATTLECAT sees the DOOMSEEKER...& ROARS!

DOOMSEEKER - BEEPS "scared" & starts to retreat slowly. BATTLECAT comes angrily

racing in...and the DOOMSEEKER races off, ROARING BATTLECAT in hot pursuit!
ADJUST TO RAM MAN - watching - scratches his head, then WIDEN TO HE-MAN,
beside him.

RAM MAN

What was that all about?

HE MAN

Oh, you know cats, Ram Man. They love a good chase.

DISSOLVE TO:

INT. ETERNIA PALACE - LATER

CRINGER is lounging on the floor of the palace, playing with a piece of metal, obviously the remains of the destroyed Doomseeker. He's got a cat-that-ate-the-canary grin. PAN TO MAA & ADAM - as they enter the Castle, Adam looks bummed. MAA clamps a hand on his shoulder.

MAN AT ARMS

You fought well, Adam, but I think you now see that He-Man will always be needed.

ADAM still looks bummed, but shrugs, resigned, as they head OS.

FADE OUT.

FADE IN:

INT. MAN AT ARMS WORKSHOP - TAG

Man at Arms (actually Robot) addresses CAMERA.

MAN AT ARMS (PSY-BOT OR BIO-BOT)

Just as Adam is secretly He-Man,
people aren't always necessarily what they seem.

REVEAL it's really a PSY-BOT MAA speaking. Sits on a table, just a torso, circuitry exposed. The real MAA then enters & speaks:

MAN AT ARMS



So don't be so quick to judge others. They might surprise you – possessing abilities and strengths not apparent to the naked eye.

BACK ON PSY/BIO-BOT MAN AT ARMS - as it addresses CAMERA.

MAN AT ARMS (ROBOT)

Until next time....

FADE OUT.

THE END*

